

QUICK REFERENCE CARD

TUSK

	MOVE NAME	KEY COMBINATION	NOTES
-	Web of Death	000 + P	Linker & Perry Opener
OPENERS	Boot Kick	OOO + Any Rick	QK, MK Linkers
2	Skull Splitter	000 + R	
9	Back Stab	00000+0P	
	Conqueror	OOO + Any Punch	Рор-ир
	Fake Skull Splitter	000+0K	
	Air Double	000 + Kick	
	Throw	O+FK	
8	Reverse Throw	O+fK	le on opposed's firow move
2	Parry Move	O + Hold QP	
3	Pressure Hove	0+P	
SPECIAL MOVES	Breaker	000 + 7/K	
3	Ultra Breaker	9+ GOOOOO + FP	Requires & Super Box Blocks
	Mini-Ultro	00000 + 107	
	Ultra	00000+10	
	ULTIMATE	000+W	
	0-Combo Ultimate	000000+18	
23	Super Boot Kick	0000+ft	Requires T Super Box Blocks Linker
SUPER MOVES	Super Web of Depth	0000+R	Requires 3 Super Bar Blacks Linker
=	Shadow Move	9000 + FK	Requires 3 Super Bor Blocks
歪	Pallar of Hames	0000 - OL	Requires 4 Super Box Blacks
ns	Super Conqueror	0000000+P	Requires & Super Box Blocks
15	End Special 1	Book Stop + QP	
D SPECIALS	End Special 2	Conquerter + FP	
PE	End Special 2	Skull Splitter + FK	
9	End Special 4	Soot Kick + FIL	

1	MOVE NAME	KEY COMBINATION	NOTES
22	Tornade Kick	000 + Jany Kick	GK.MK Linker&MIX Perry Operar
OPENERS	Firecracker	000 : 112 17	MP Linker
픙	Split Kick	000 + R	
	Faka Split Kick	000 + MX	Рор-ир
1.0	Fireflower	000+07	1/10/
75	Air Fire	000+MP/FF	
100	Air Torpedo	OOO + Any Punch	Must Jump
	Рор-ир	OOO + Any Punch	The state of the s
	Air Double	OOO + Punch	
SPECIAL MOVES	Roll	Top 00	
呈	Throw	0+P	
=	Reverse Throw	O+FP	In an appenent's throw move
显	Parry Move	O + Hold QP	
25	Pressure Move	O FIX	
1.3	Breaker Uhro Breaker	000 + P/K	A
	Wiris Ultro	0000000+IP	Requires 6 Super Bar Blocks
	Ultro	000+0K	
10.0	HITIMATE	GGGGGG+0K	
	O-Combo Ultimate	0000000 - MX	
en.	Super Tornado	0000+R	Requires 3 Super Bor Blacks Linker
SUPER MOVES	Super Firecracker	9-000	Requires 3 Super Bor Blocks Linker
¥	Shadow Move	0000+R	Requires 3 Super Bor Blacks
35	Super Air Torpado	OOOO + MP (Jump in Air)	Requires 4 Super Bar Blocks
3	Smap Dragon	0000000+#	Requires & Super Bar Blocks
22	End Special 1	Fireflower + OP	
Mil.	End Special 2	Firecrucker + FP	
20	End Special 3	Tornodo Kick + FK	
	End Special 4	Split Kick + FK	
-	End Special 5	900 + MK	After first 4 Enders
Sec.	sine opening 3	The state of the s	More III Jr T LAND 3

FULGORE

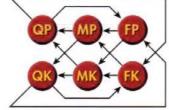
		MOVE NAME	KEY COMBINATION	NOTES
	12	Cyber Dash	000 + MK, FK	MX Linker, MX Parry Opener
Ī	PER	Eye Loser	000 + MP, FP	MP Linker
9		Laser Storm	OOO + Any Punch	
35		Fake Loser Storm	000+02	
		Eye Loser	000+FR MP	
3		Plasma Slice	OOO + Any Punch	Pop-up
	100	Electro Flect	OOO + Hold QK	
	詈	Air Dooble	000 + Punch	
	SPECIAL MOVES	Parry Move	O + Hold QP	
	₹	Pressure Move	O FP	
1	꾩	Breaker	000 + P/IL	
	<u> </u>	Ultra Breeker	0000000+R	Requires & Super Bor Blocks
		Mini-Ultro	000+QP	
		Ultra	000+QK	
		ULTIMATE	000000+MK	
		O-Combo Ultimate	000000+#	
		Inviso	00000 + FE	Uses Soper Power as you move
	80	Lock On	00000 - 0X	Requires 1 Super Bor Blocks
	8	Triple Loser Storm	00000+QP	After Lock On
	SUPER MOVES	Air Eye Loser	000+P	Requires 1 Super Bar Blocks
	=	Plasmaport	OOO + Any Pundy/Kick	Requires 1 Super Bor Blocks
	3	Soper Electro Flect	0000+QK	Requires 3 Super Box Blocks Linksx
=		Super Cyber Dash	0000+H	Requires 3 Super Bor Blacks Linker
	22	End Special 1	Cyber Desh + FK	
Ē	END SPECIALS	End Special 2	Eye Loser + FP	
	ä.	End Special 3	Loser Storm + MP	
	0	End Special 4	Plasma Slice + FP	
	孟	End Special 5	000 - 0	After first 4 Enders





	MOVE NA	KEY COMBINATION	NOTES
器	Loser Blade	000 + MP, FP	MP Univer
OPENERS	Windkick	OOO + Any Kick	QX, MX (loker), MX Pory Opens
ö	Hinja Slide	000 + Any Kick	DK, MK Linkers
100	Endokuken	OOO + Any Punch	
	Fake Endakuken	000+0K	
	Red Indokuken	Press FP OOO Release FP	
	Air Double	000 + Kick	
	Throw	O+FP	
*	Reverse Throw	O+fP	In an opposent's throw move
SPECIAL MOVES	Tiger Fury	OOO + Any Punch	Рор-ир
#	Parry Move	O + Hold QP	
8	Pressure Move	OR	
8	Breaker	000 + P/K	
10.0	Ultra Bracker	0000000+#	Requires & Super Bor Blocks
2.75	Mini-Ultra	000+0X	
	Ultre	000+0K	
	ULTIMATE	000+FK	
	O-Combo Ultimote	000000+MP	
SUPER MOVES	Super Ninja Slide	0000+FK	Requires 3 Super Bar Blacks Linker
2	Super Windkick	0000+MK	Requires 3 Super Bor Blocks Linker
66	Shadow Move	0000+WX	Requires 3 Super Bar Blocks
4	Super Endokuken	00000+0	Requires 4 Super Bar Blocks
	Super Tiger Fory	9999999+R	Requires & Super Bor Blocks
~	End Special 1	Windluck + FK	
3	End Special 2	Loser Blode + FP	
END SPECIALS	End Special 3	Tiger Fury + FP	
9	End Special 4	Endokulters + FP	more and the second
-	End Special 5	000 + 117	After first 4 Enders

AUTO-DOUBLE CHART



Note: Please refer to your instruction booklet for more detailed information on Fighting Theory and Controller Functions.



MOVE NAME

Sovage Blades Flip Kick

Jungle Leap

Air Double

Pressure Move Breaker Ultra Breaker

Mini-Ultra Ultra ULTHMATE O-Combo Ultimate Super Flip Kirk Super Sevage Slader Shadow Moree

Super Jungle Lea End Special 1 End Special 2

Throw Reverse Horse Parry Move KEY COMBINATION

00+FP 00+MP 00+MX

00+17

00+R

10+00 10+00

QQ + Any Dek 0+17 0+17

0+1P 0+Md 0P 0 FK 00+P/K 000000+RK 00+RK 000000+0K 000000+0K 0000000+MD 0000000+MP 0000000+P

000000 - R

Cobro Rite + QP Marchis + FP Jongle Leop + FK Sovoge Leop + QK

GLACIUS

NOTES

Propropi Linker & Perry Opener

In an apparent's throw move

Requires 6 Super Bar Blacks

Requires 3 Super Bor Blocks Linker Requires 3 Super Bor Blocks Linker Requires 3 Super Bor Blocks

Requires 6 Super Bar Blocks

After first 4 Enders

Links

Pop-10

Jump in Air

	MOVE NAMÉ	KEY COMBINATION	NOTES STATE
52	Cold Shoulder	000 + MP	Linker
OPENERS	Jey Grip	000+0P	
F	Liquidize & Uppercut	000 + MX	Linker & Parry Opener
	Liquidize In Ale	OOO + Any Kids	Must Jump
	Liquidire	000+0K	
	Liquidize & Uppercut	000 + NX, FX	Pop-up
	Ice Lonce	000+FF	Pop-up
	Arctic Blast	OOO + Any Punch	
503	Air Double	OOO + Any Kick	
×	Throw	0+17	
×	Reverse Throw	O+P	In an appacent's throw mave
豆	Porry Move	O + Hold OP	The latest termination in the latest termina
SPECIAL MOVES	Pressure Move	OFK	
~	Brecker	000+P/K	
	Ultra Breaker	000000+0	Requires 6 Super Bar Mocks
	Mini-Ultra	000 + 0K	
	Ultre	000 + 0K	
	ULTIMATE	000000 + HI	
	D-Combo Ultimote	000 + 0K	
33	Super Uppercut	0000+R	Requires 3 Super Bior Blocks Linker
6	Super Cold Shoulder	0000 + MP	Requires 3 Super Box Blocks Linker
SUPER MOVES	Soper Uquidire & Uppercut	00000 + FK	Requires 3 Super Bar Blocks
2	Super Arctic Blost	000000 + FP	Requires 4 Super Ber Blocks
22	Aretic Sleen	0000+0F	Requires 6 Super Bor Blocks
15	End Special 1	Icy Grip + QP	
ID SPECIALS	End Special 2	Liquidize + FX	
S. P.	End Special 3	ice Lonce + FP	
9	End Special 4	Arctic Blast + FP	
255	End Coscial C	ACC OF THE	After State & Continue

B. ORCHID

	MOVE NAME	KEY COMBINATION	NOTES
OPENERS	Flik Fluk	OOO + Arry Rick	QK,MK Linkers
2	Ichi	000+W	Linker & Parry Opener
픙	Tiger Slide	GOO + Any Kick	Mil Linker
	Tonés Fire	OOO + Any Punch	
	Feke Tools Fire	000 × 00	
	500	000+19	
	Air-Buster	OOO + Any Kick	Рор-ор
	Air Double	OOO + Any lick	
80	Throw	0.P	
8	Reverse Throw	0+17	In an apponent's throw may
SPECIAL MOVES	Porry Move	O + Hold QP	
M	Pressure Move	OR	
F	Breaker	000+P/K	TO THE PARTY OF THE PARTY OF
~	Litra Breaker	0000000 - R	Requires & Super Bar Block
	Mini-Ultra	000 + FP	
	Ultra	000+0K	
	ULTIMATE	000000 · #	
	O-Combo Ultimete	000 + MX	
22	Super Ichi	0000+17	Requires 3 Super Nor Macks, Li
50	Fire Cot	0000 + MX	Requires 3 Separ Box Blocks, Lis
~=	Super Flak	8000000 - H	Raigaires & Super Box Black
13	End Special 1	Airbester + FIX	
END SPECIALS	End Special 2	Flok Flok + FK	
SE .	End Special 3	Son + FP	
9	End Special 4	Tiger Slide + QK	100
=	End Special 5	000 - 07	After first 4 Enders





	MOVE NAME	KEY COMBINATION	NOTES
10	Sobre Wheel	OO + MP	Linker
鱼	Sobre Spin	00 + MK	Parry Opener
2	Sobre Spin	OO + MX	Linker
0	Sobre Pounce	00 · P	Hold FP To Delay Pounce
	Sobre Hip	00+R	Рор-ир
	Sobre Houl	00+QP	Hold QP To Sustain Howl
	Fake Sobre How	00+0K	
	Sobre Hop	Top 00 or 00	
19	Air Double	OO + Punch	
SPECIAL MOVES	Parry Move	O + Hold QP	
5	Pressure Move	0+fk	
3	Breaker	00 + P/K	
S.	Ultra Breaker	000000 + R	Requires & Super Bor Blocks
	Mini-Ultro	00+QK	
	Ultro	00+00	
	ULTIMATE	Hold FR for 2 seconds and release.	
	O-Combo Ultimote	Hold OP for 2 seconds and release	
22	Super Sobre Spin	000000 + ME	Requires 3 Super Bor Blocks Linkar
8	Super Sabre Wheel	000000 - MP	Requires 3 Super Box Blocks Linker
5	Sobre Fireboll	000000 + F	Réquires 4 Super Bor Blacks
SUPER MOVES	Sobre Stomp	Jump in Air - 00000 + FF	Requires 4 Super Bar Blocks
ŃS.	Super Sobre Flip	000000+R	Requires 6 Super Bar Blocks
92	End Special 1	Solara Spin + MX	
름	End Special 2	Sobre Flip + FIL	
END SPECIALS	End Special 3	Solare Pource + FP	
2	End Special 4	Sobre Howl + QP	
盂	End Special 5	00+0K	After first 4 Indees



	SPINAL
COMPUNITION	NOTE

gtt	MOVE NAME	KEY COMBINATION	NOTES
*	SkeleSkewer	000 + MP	Linker
OPENERS	Flame Blade	000+P	Linker, Pop-up
8	Skull Scrape	O+R	Pop-up
- 6	Skull Spear	In Air O + Fil	Committee of the last
	Soul Drain	000+01	
177	Skull Dush	Top OO or	STATE OF THE OWNER, WHEN
1	Skelepart	000 + Any Kick	Requires 1 Skull
7	Power Devour	O + Hold QP	
6	1 Stodi Summon	000+117	Requires 1 Super Bar Block
100	All Skull Summon	000 + P	Requires 6 Super Bar Blocks
×	Searing Skall	000 + Any Kick	Requires 1 Skull
×	Air Double	In Air O + Rick	
3	Throw	0+H	
SPECIAL MOVES	Reverse Throw	0+H	In an opponent's throw move
220	Pressure Meye	OP	The state of the s
150	Breaker	000 + P/X	
· ~	Ultra Breaker	0000000+fk	Requires 6 Super Bor Blocks
12	Mini-Ultro	000+19	The second second
1	Ulira	000 · P	
18	ULTIMATE	00+00	
160	O-Combo Ultimate	000000-0	
10	Super Skull Scrope	9990 + FK	Requires 3 Super Bor Blocks Links
8	Super Flore Blode	0000+MP	Requires 3 Super Box Blocks Links
SUPER MOVES	Super Grim Reaper	0000000+IP	Requires 4 Super Bor Blocks
E.	Searing Skull	0000000 + RK	Requires & Super Bar Blocks
ヌ	Stunning Shall	0000000 · MX	Requires 4 Super Box Blocks
40	End Special 1	Reverse SkeleSkewer + MP	
END SPECIALS	End Special 2	Skaleport + FK	The second second
ž	End Special 3	Steleport + MK	Name and Address of the Owner, where
2	End Special 4	Skelopert + QK	
盖	End Special 5	000+07	After first 4 Enders
_			



After first 4 Ender

000000 + MP 000000 + MP

00000 + MX Behind the Bock + OK Powerlins + FP

II Fremor + MX

O Charge O + FK

Super Sperfist Shodow Move

End Special 3